





TEAM **HERO**

SHUN'EI

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Buster Knee Kick

- or +

Aerial Leg Throw

- or +

Command Moves

Sky Axe

- +

Ground Hammer

- +

Target Combo 1

Press in order (from far away) •

Special Moves

Scarlet Phantom

- + or

Aqua Spear

- + or

Rising Efreet

- + or

Blau Wing

- + or

Thruster Vision • Front

- +

Thruster Vision • Back

- +

Thruster Vision • Slant

- +

Thruster Vision • Under

- +

Super Special Moves

Gaianic Burst

- + or

Specter Extension

- + or

Climax Super Special Moves

Phantom Singulation

- +

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TEAM **HERO**
MEITENKUN

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Feint Makura

or +

Makura Bomb

or +

Command Moves

Nezou Rangeki

+

Chinzankou

+

Special Moves

Makura Nage

+ or

Sen-Siss Hou

+ or

Sen-Siss Hou (Follow Up)

[Sen-Siss Hou] or

Geki Hou

+ or

Ressen Kyaku

+ or

Super Special Moves

Chou Geki Hou

+ or

Hakuchuu Musou

+ or

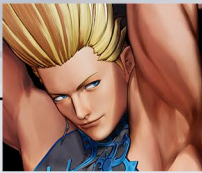
Climax Super Special Moves

Seikaku Meitengyobu

+

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TEAM **HERO**

BENIMARU NIKAIDO

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Catch and Shoot

- or +

Front Suplex

- or +

Spinning Knee Drop

- or +

Command Moves

Jackknife Kick

- +

Flying Drill

- +

Special Moves

lai-Geri

- + or

Inazuma Sandan-Geri

- [lai-Geri] + or

Raimeitou

- + or

Raijinken

- + or

Air • Raijinken

- + or

Benimaru Collider

- + or

Super Jinrai Kick

- + or

Super Special Moves

Rai-Kou Ken

- + or

Benimaru Rising Shot

- + or

Climax Super Special Moves

Raiha Jin-Ou Ken

- +

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TEAM **SACRED TREASURES**

IORI YAGAMI

- 근거리에서
- 공중에서
- 공중 근거리에서
- 공중 화면 가장자리 근처에서
- 연타
- 일정 시간 입력 후
- 홀드
- 때기
- ~중에
- MAX 모드 발동
- 콕 MAX 모드 발동
- 공중 가능
- EX 버전 대응
- MAX 버전 대응

- 약한 펀치
- 약한 킥
- 강한 펀치
- 강한 킥

Normal Throws

Sakahagi

↶ or ↷ +

Kanyarai

↶ or ↷ +

Command Moves

Ge-Shiki • Yumebiki

↷ +

Ge-Shiki • Yumebiki (Follow Up)

[Ge-Shiki • Yumebiki]

Ge-Shiki • Gofu In “Shinigami”

↷ +

Ge-Shiki • Yuriori

↶ +

Special Moves

108 Shiki • Yamibarai

↺ + or

100 Shiki • Oniyaki

↺ + or

127 Shiki • Aoibana1

↺ + or

127 Shiki • Aoibana2

[127 Shiki • Aoibana1] ↺ + or

127 Shiki • Aoibana3

[127 Shiki • Aoibana2] ↺ + or

212 Shiki • Kototsuki In

↷ + or

Kuzukaze

↶ ↷ + or

311 Shiki • Tsumakushi

↺ + or

Super Special Moves

Kin 1211 Shiki • Yaotome

↺ ↷ + or

Ura 316 Shiki • Saika

[or Kin 1211 Shiki • Yaotome] ↺ ↺ +

Ura 1018 Shiki • Yashiori

↺ ↶ + or (Hold OK)

Climax Super Special Moves

Ura 1131 Shiki • Hozuki

↺ ↶ +



TEAM **FATAL FURY** OF FIGHTERS

JOE HIGASHI

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Hiza-Jigoku

↶ or ↷ +

Joe Special 2

↶ or ↷ +

Command Moves

Step High Kick

↷ +

Sliding

↶ +

High Kick

↶ +

Special Moves

Hurricane Upper

↶ + or

Tiger Kick

↷ + or

Slash Kick

↶ + or

Bakuretsuken

↷ + or

Bakuretsuken

[or Bakuretsuken] or

Bakuretsuken Finish 1

[or Bakuretsuken] ↶ +

Bakuretsuken Finish 2

[or Bakuretsuken] ↶ +

Ougon no Kakato

↶ + or

Super Special Moves

Screw Upper

↶ ↷ + or

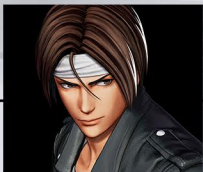
Baku-Sla Golden Tiger

↶ ↷ + or

Climax Super Special Moves

Bakuretsu Screw Premium

↶ ↶ +



TEAM **SACRED TREASURES**

KYO KUSANAGI

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

Light Punch

Light Kick

Heavy Punch

Heavy Kick

Normal Throws

Hatsugane
or +
Issetsu Seoi Nage
or +

Command Moves

Ge-Shiki • Gofu Yo
+
88 Shiki
+
Ge-Shiki • Naraku Otoshi
+

Special Moves

100 Shiki • Oniyaki
+ or
R.E.D. Kick
+ or
75 Shiki • Kai
+ or
75 Shiki • Kai (Follow Up)
[or 75 Shiki • Kai] or
114 Shiki • Aragami
+
128 Shiki • Konokizu
[114 Shiki • Aragami] + or
125 Shiki • Nanase
[128 Shiki • Konokizu] or
127 Shiki • Yanosabi①
[128 Shiki • Konokizu] or
127 Shiki • Yanosabi②
[114 Shiki • Aragami] + or
212 Shiki • Kototsuki Yo
[127 Shiki • Yanosabi②] + or
Ge-Shiki • Migari Ugachi
[127 Shiki • Yanosabi②] or
124 Shiki • Munotsuchi
[114 Shiki • Aragami] + or
427 Shiki • Hikigane
[124 Shiki • Munotsuchi] or
Ge-Shiki • Tsurubeotoshi
[124 Shiki • Munotsuchi] or
115 Shiki • Dokugami
+
401 Shiki • Tsumiyomi
[115 Shiki • Dokugami] + or
402 Shiki • Batsuyomi
[401 Shiki • Tsumiyomi] + or
100 Shiki • Oniyaki
[402 Shiki • Batsuyomi] + or
212 Shiki • Kototsuki Yo
+ or

Super Special Moves

Ura 108 Shiki • Orochinagi
+ or (Hold OK)
182 Shiki
+ or (Hold OK)

Climax Super Special Moves

Ura 1212 Shiki • Yakumo
+



TEAM **SACRED TREASURES**

CHIZURU KAGURA

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Rei Getsu

↶ or ↷ +

Kai Ten

↶ or ↷ +

Command Moves

Jo Katsu Zheng Zheng

↶ +

Jo Katsu Cang Cang

↶ +

Jo Katsu Cong Cong

↶ +

Special Moves

212 Katsu Otsu Shiki Choumon no Isshin

↶ ↶ + or or or

212 Katsu Shinsoku no Norito

↶ + or or or

Stop

[212 Katsu Shinsoku no Norito] or / or

212 Katsu Shinsoku no Norito Ten Zui

[212 Katsu Shinsoku no Norito] ↶ ↶ + or / or

100 Katsu Tenjin no Kotowari

↶ + or

108 Katsu Tamayura no Shitsune

↶ + or

Super Special Moves

Uramen 85 Katsu Reigi no Ishizue

↶ ↶ + or

Uramen 1 katsu San Rai no Fujin

↶ ↶ + or

Climax Super Special Moves

Uramen 31 Katsu Kyuusen no Jouhari

↶ ↶ + or

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TEAM **FATAL FURY**

ANDY BOGARD

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Kakaekomi Nage (Forward)

-
- or
-

Kakaekomi Nage (Backward)

-
- or
-

Command Moves

Hirate Uchi

- or
-

Genei Shiranui

-
-
-

Target Combo 1

Press in order •

Special Moves

Zan-ei Ken

-
-
- or
-

Kuuha Dan

-
-
- or
-

Kuuha Dan (Brake)

- [Kuuha Dan]
-
-

Hishou Ken

-
-
- or
-

Shouryuu Dan

-
-
- or
-

Super Special Moves

Chou Reppa Dan

-
-
-
- or
-

Zetsu • Hishou Ken

-
-
-
- or
-

Climax Super Special Moves

Chou • Shin • Soku • Zan-ei Ken

-
-
-
-
-

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TEAM **SUPER HEROINE**

YURI SAKAZAKI

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

- Oni Harite
- ↺ or ↻ +
- Silent Nage
- ↺ or ↻ +

Command Moves

- Enyoku
- ↻ +
- Yuri Raijin Kyaku
- Q +
- Shien
- Q +

Special Moves

- Ko-Ou Ken
- ↻ + or (Hold OK)
- Kuuga (Yuri chou Upper)
- ↻ + or
- Saiha
- ↻ + or
- Raiou Ken
- ↻ + or
- Hyakuretsu Binta
- ↻ + or
- Houyoku
- ↻ + or
- Hein Souha
- [Houyoku] or
- Yuri Raijin Kyaku
- [Houyoku] or
- Tsubame Otoshi
- [Houyoku]
- Raiou Ken
- [Houyoku] ↻ + or

Super Special Moves

- Chou Saiha (Kyokugenryu • Raiha)
- ↻ ↻ + or
- Hien Houou Kyaku
- ↻ ↻ + or
- Haoh Shoukou Ken
- ↻ ↻ + or

Climax Super Special Moves

- Chou! Ryuuko Ranbu
- ↻ ↻ +



TEAM **FATAL FURY**

TERRY BOGARD

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Buster Throw (Forward)
← or → +
Buster Throw (Backward)
← or → +

Command Moves

Back Knuckle
→ +
Rising Upper
Q +

Special Moves

Power Wave
↺ + or
Burning Knuckle
↺ + or
Crack Shoot
↺ + or
Rising Tackle
↻ + or
Power Charge
↺ + or
Power Dunk
↻ + or

Super Special Moves

Power Geyser
↺ ↻ + or
Buster Wolf
↺ ↺ + or

Climax Super Special Moves

Stardust Ignition
↺ ↻ +



TEAM **OROCHI**

YASHIRO NANAKASE

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

Light Punch

Light Kick

Heavy Punch

Heavy Kick

Normal Throws

Liver Blow

or +

Hatchet Throw

or +

Command Moves

Regret Bash

+

Step Side Kick

+

Special Moves

Missile Might Bash

+ or

Upper Duel

+ or

Jet Counter

+ or

Jet Counter Still

[Jet Counter] + or

Sledgehammer

+ or

Super Special Moves

Final Impact

+ or (Hold OK)

Variable Bash Stream

+ or

Climax Super Special Moves

Ultimate Billion Bash

+ or

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TEAM **ART OF FIGHTING** **KING**

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

Light Punch

Light Kick

Heavy Punch

Heavy Kick

Normal Throws

Hold Rush

or +

Hook Buster

or +

Command Moves

Sliding

+

Trap Shot

+

Special Moves

Venom Strike

+ or

Air Venom Strike

+ or

Tornado Kick

+ or

Trap Shot

+ or

Super Special Moves

Surprise Rose

+ or

Silent Flash

+ or

Climax Super Special Moves

Illusion Dance

+

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TEAM **SUPER HEROINE**

MAI SHIRANUI

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

- Shiranui Gorin
- ← or → +
- Fuusha Kuzushi
- ← or → +
- Yume-Zakura
- ← or → +

Command Moves

- Ukihane
- ↻ +
- Koukaku no Mai
- ↻ +
- Sankaku-Tobi
- ↻
- Target Combo 1
- Press in order •

Special Moves

- Ryuenbu
- ↻ + or
- Kachousen
- ↻ + or
- Hissatsu Shinobi-Bachi
- ↻ + or
- Musasabi no Mai • Front
- ↻ + ↻ + or
- Musasabi no Mai • Back
- ↻ ↻ or ↻ + or
- Musasabi no Mai (Air)
- ↻ + or

Super Special Moves

- Chou Hissatsu Shinobi-Bachi
- ↻ ↻ + or
- Air Chou Hissatsu Shinobi-Bachi
- ↻ ↻ + or
- Kagerou no Mai
- ↻ ↻ + or

Climax Super Special Moves

- Shiranui-Ryuu Ougi • Kuzunoha
- ↻ ↻ +

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TEAM **OROCHI**

SHERMIE

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Sermie Flash Original

or +

Front Flash

or +

Command Moves

Sermie Stand

+

Special Moves

Sermie Spiral

+ or

Sermie Cute

[Sermie Spiral] + or

Sermie Whip

+ or

Sermie Clutch

+ or

Sermie Cute

[Sermie Clutch] + or

Sermie Shoot

+ or

Accel Spin Kick

+ or

Super Special Moves

Sermie Shock

+ or

Sermie Carnival

+ or

Climax Super Special Moves

Sermie Exposition

+

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TEAM ***OROCHI***
CHRIS

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

- Step Turn
- ↺ or ↻ +
- Aerial Drop
- ↺ or ↻ +

Command Moves

- Spinning Array
- ↻ +
- Reverse Anchor Kick
- ↻ +
- Carry Off Kick
- ↻ +

Special Moves

- Hunting Air
- ↻ + or
- Glider Stomp
- ↻ + or
- Shooting Dancer Thrust
- ↻ + or
- Shooting Dancer Step
- ↻ + or
- Direction Change
- ↻ + or
- Scramble Dash
- ↻ + or

Super Special Moves

- Chain Slide Touch
- ↻ ↻ + or
- Twister Drive
- ↻ ↻ + or

Climax Super Special Moves

- Onslaught Mirage
- ↻ ↻ +



TEAM **ART OF FIGHTING**

RYO SAKAZAKI

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Kyokugenryu Sanren Geki
← or → +
Tomoe Nage
← or → +

Command Moves

Hyouchuu Wari
→ +
Jyoudan Uke
→ + (In time with opponent's attack)
Gedan Uke
↺ + (In time with opponent's attack)
Kizami Duki
← +

Special Moves

Kohou
↺ + or
Ko-Ou Ken
↻ + or
Hien Shippuu Kyaku
↻ + or
Zanretsuken
→ ← → + or

Super Special Moves

Haoh Shoukou Ken
→ ← + or
Ryuuko Ranbu
↻ → + or

Climax Super Special Moves

Shin • Tenchi Haoh Ken
↻ → +



TEAM **ART OF FIGHTING**

ROBERT GARCIA

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Ryuuchou Kyaku

-
- or +

Kubikiri Nage

-
- or +

Command Moves

Ryuu Hanshuu

- +

Kouryuu Koukyaku-Geri

- +

Special Moves

Ryuu-Geki Ken

- + or

Ryuuga

- + or

Hien Senpuu Kyaku

- + or

Hien Ryuujin Kyaku

- + or

Gen-ei Kyaku

- + or

Ryuuren • Gen-ei Kyaku

- + or

Super Special Moves

Haoh Shoukou Ken

- + or

Ryuuko Ranbu

- + or

Climax Super Special Moves

Mu-Ei Senpuu Ryu Zanshou

- +

*All arrows show joystick directions for characters facing right.



TEAM **IKARI**

LEONA HEIDERN

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Leona Crash (Forward)

↶ or ↷ +

Leona Crash (Backward)

↶ or ↷ +

Command Moves

Strike Arch

↶ or ↷ +

Special Moves

Baltic Launcher **EX**

↶ ↷ + or

Moon Slasher **EX**

↶ ↷ + or

Earring Bomb Heart Attack **EX**

↶ + or

Explosion

[Earring Bomb Heart Attack] ↶ + or

Earring Bomb **EX**

↶ + or

Grand Saber **EX**

↶ ↷ + or

Grand Saber (Follow Up)

[Grand Saber] ↷ +

X-Calibur **EX**

↶ + or

Super Special Moves

V-Slasher **MAX**

↶ ↷ + or

Slash Saber **MAX**

↶ ↷ + or

Climax Super Special Moves

Leona Blade

↶ ↷ +

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TEAM **IKARI**

RALF JONES

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Dynamite Head Butt

- or +

Head Strike

- or +

Command Moves

Jet Upper

- +

Special Moves

Ralf Kick

- +

Ralf Kick (Feint)

- +

Ralf Impact

- + or

Dynamite Ralf Punch

- + or

Vulcan Punch

- or

Gatling Attack

- + or

Dive Bomber Punch

- + or

Super Special Moves

Galactica Phantom

- + or (Hold OK)

Bareback Vulcan Punch

- + or

Climax Super Special Moves

Ralf Super Phalanx

- +

*All arrows show joystick directions for characters facing right.



TEAM **IKARI** **CLARK STILL**

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

- Nageppanashi German
- ↶ or ↷ +
- Fisherman Buster
- ↶ or ↷ +
- Death Lake Driver
- ↶ or ↷ +

Command Moves

- Stomping
- ↶ +
- Step
- ↶ +

Special Moves

- Mount Tackle
- ↶ + or
- Clark Lift
- [Mount Tackle] ↵ ↵ +
- Sleeper Lift (D.D.T.)
- [Mount Tackle] ↵ ↵ +
- Flashing Elbow
- [Sleeper Lift (D.D.T.)] ↶ + or
- Rolling Cradler
- [Mount Tackle] ↵ ↵ + or

- Super Argentine Backbreaker
- ↶ + or
- Flashing Elbow
- [or Super Argentine Backbreaker] ↶ + or

- Vulcan Punch
- ↺ + or

- Gatling Attack
- ↻ + or
- Death Lake Driver
- [or Gatling Attack] ↺ + or

- Frankensteiner
- ↺ + or
- Flashing Elbow
- [Frankensteiner] ↶ + or

Super Special Moves

- Ultra Argentine Backbreaker
- ↶ ↶ + or
- Running Three
- ↶ ↶ + or

Climax Super Special Moves

- Ultra Clark Buster
- ↻ ↶ +



TEAM **SECRET AGENT**
BLUE MARY

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

- Lock Kick
- or +
- Viktor Throw
- or +

Command Moves

- Hammer Arch
- +
- Double Rolling
- +
- Climbing Arrow
- +

Special Moves

- Straight Slicer
- + or
- Crab Clutch
- [Straight Slicer] + or
- Stun Fang
- [Straight Slicer] + or
- Vertical Arrow
- + or
- M. Snatcher
- [Vertical Arrow] + or
- Spin Fall
- + or
- M. Spider
- [Spin Fall] + or
- Real Counter
- + or
- Backdrop Real
- [Real Counter] + or
- M. Breaker
- + or

Super Special Moves

- M. Typhoon
- + or
- M. Splash Rose
- + or

Climax Super Special Moves

- M. Dynamaité Swing
- +



TEAM **SECRET AGENT**
LUONG

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

- Sen
- ← or → +
- Chou
- ← or → +

Command Moves

- Tsui
- +

Special Moves

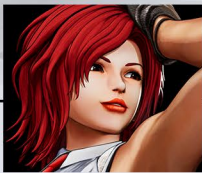
- Geki
- ↻ + or or
- Geki (Keep)
- [or or Geki] (Hold)
- Geki (Cancel)
- [Geki (Keep)]
- Geki (Cancel)
- [Geki (Keep)] → →
- Ren
- ↻ + or
- Rin
- ↻ + or
- Kou
- ↻ + or

Super Special Moves

- Tou
- ↻ ↻ + or
- Tei
- ↻ → + or

Climax Super Special Moves

- Ben
- ↻ ← +



TEAM **SECRET AGENT**

VANESSA

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Barrett Puncher

- or +

Clinch Puncher

- or +

Command Moves

One-Two Puncher

- or +

Sliding Puncher

- +

Special Moves

Machine Gun Puncher

- + or

Dash Puncher

- + or

Parrying Puncher

- + or

Puncher Vision (Forward)

- + or

Puncher Upper

- [Puncher Vision (Forward)] +

Puncher Straight

- [Puncher Vision (Forward)] +

Puncher Weaving

- [Puncher Vision (Forward)] + or

Puncher Vision (Backward)

- + or

Puncher Upper

- [Puncher Vision (Backward)] +

Puncher Straight

- [Puncher Vision (Backward)] +

Puncher Weaving

- [Puncher Vision (Backward)] + or

Puncher Weaving

- + or

Puncher Weaving (Keep)

- [or Puncher Weaving] (Hold)

Dash Puncher

- [Puncher Weaving (Keep)] + or

Parrying Puncher

- [Puncher Weaving (Keep)] + or

Puncher Vision (Forward)

- [Puncher Weaving (Keep)] + or

Puncher Vision (Backward)

- [Puncher Weaving (Keep)] + or

Super Special Moves

Crazy Puncher

- + or

Champion Puncher

- + or

Climax Super Special Moves

Infinity Puncher

- +

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TEAM **G.A.W.** GALAXY ANTON
WRESTLING

RAMÓN

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Arm Whip

- or +

Flying Mare

- or +

Command Moves

Sankaku-Tobi

-

Drop Kick

- +

Head Butt

- +

Hoist 1

- [Head Butt] +

Hoist 2

- [Head Butt] +

Special Moves

Tiger Neck Chancery **EX**

- + or

Rolling Sobat **EX**

- + or

Flying Body Attack

- [or Rolling Sobat] + or

Hoist 1

- [Flying Body Attack] +

Hoist 2

- [Flying Body Attack] +

Somersault **EX**

- + or

Stop

- [Somersault]

Tiger Load **EX**

- + or

Feint Dash

- [Tiger Load]

Feint Jump

- [Tiger Load]

Cross Chop

- [Tiger Load] or

Force of Will

- [Tiger Load] + or

Hoist 1

- [Force of Will] +

Hoist 2

- [Force of Will] +

Bird of Paradise

- +

Hoist 1

- [Bird of Paradise] +

Hoist 2

- [Bird of Paradise] +

Feint Step **EX**

- + or (Hold OK)

Super Special Moves

Tiger Spin **MAX**

- + or

El • Diablo • Amarillo • Ramón • Volando **MAX**

- + or

Climax Super Special Moves

Hyper Sonic • Ramón

- +

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TEAM **G.A.W.** GALAXY ANTON
WRESTLING

KING OF DINOSAURS

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Dyna Bomb

-
-
- or
-
- +
-

Dyna Buster

-
-
- or
-
- +
-

Command Moves

Rex Head

-
- +
-

Yucatan Punch

-
- +
-

Special Moves

Zetsumetsu Hurricane

-
-
- +
-
- or
-

Assault Raptor

-
- +
-
- or
-

Ankylo Hammer

-
- +
-
- or
-

Ankylo Hammer (Brake)

- [or Ankylo Hammer]
-
- +
-

Giga Compy

-
- +
-
- or
-

Chicxulub Buster

-
-
- +
-
- or
-

Super Special Moves

Super Zetsumetsu Hurricane

-
-
-
- +
-
- or
-

Dinner of Dinosaur

-
-
- +
-
- or
-

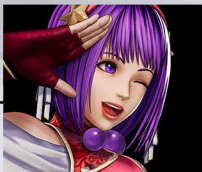
Climax Super Special Moves

Spiral Arm Excavation

-
-
- +
-
-

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TEAM **SUPER HEROINE**

ATHENA ASAMIYA

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

- Psychic Attack
- ↶ or ↷ +
- Psychic Throw
- ↶ or ↷ +
- Psychic Shoot
- ↶ or ↷ +

Command Moves

- Phoenix Bomb (Ground)
- ↷ +
- Phoenix Bomb (Air)
- ↷ +

Special Moves

- Psycho Ball Attack
- + or
- Psycho Sword
- + or
- Psycho Reflector
- + or
- Phoenix Arrow
- ↶ + or
- Super Psychic Throw
- ↶ ↷ + or
- Psychic Teleport
- + or
- Psycho Shoot
- ↶ + or

Super Special Moves

- Shining Crystal Bit
- ↶ ↷ + or
- Shining Crystal Bit (Cancel)
- [Shining Crystal Bit]
- Crystal Shoot
- ↶ ↷ + or (Hold OK)

Climax Super Special Moves

- Psycho Remix☆Spark!
- ↶ ↷ +



TEAM **G.A.W.** GALAXY ANTON
WRESTLING

ANTONOV

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

President Lift

-
- or
-

President Toss

-
- or
-

Command Moves

President Binta

-
- +
-

Target Combo 1

Press in order •

Target Combo 2

Press in order •

Special Moves

Whale Stream

-
- +
-
- or
-

Vertical Macho

-
- +
-
- or
-

Gigantic Back

-
- +
-

Gigantic Back Press

-
- +
-

Bering Wave

-
-
- +
-
- or
-

Super Special Moves

Tunguska Bomber

-
-
- +
-
- or
-

Kamchatka Collapse

-
-
- +
-
- or
-

Climax Super Special Moves

Kosmos Regression

-
-
- +
-
-



TEAM **ASH**

ASH CRIMSON

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Récompenses

or +

Vertus

or +

Command Moves

Floreal

+

Floreal

+

Floreal • Instant

+

Special Moves

Ventose

+ or

Nivose

+ or

Genie

+ or or or

Germinal Caprice

+ or

■ Sans-culotte (Simple Command)

Ventose

Sans-culotte Active + or

Nivose

Sans-culotte Active + or

Germinal Caprice

Sans-culotte Active + or

Super Special Moves

Thermidor

+ or

Pluviose

+ or

Sans-culotte (2-gauge)

Press in order • • •

Climax Super Special Moves

Espoir

+

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TEAM **ASH**
KUKRI

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

- Miken Funsai

← or → +
- Bakkonsai

← or → +

Command Moves

- Fussa Ken

→ +

Special Moves

- Nessa Jin

↺ + or
- Nessa Senpuu

↺ + or
- Bossa-Shougeki

↺ + or
- Air • Bossa-Shougeki

↺ + or
- Genei Sajin

↺ + or or or
- Nessa Chugeki

↺ + or

Super Special Moves

- Nessa Goku Totsuha

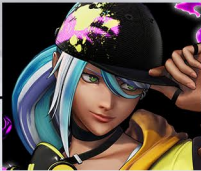
↺ ↺ + or
- Nessa Goku Fujin

↺ ↺ + or

Climax Super Special Moves

- Goku Nessa Housairyu

↺ ↺ +



TEAM **RIVAL**

ISLA

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

- All-City

or +
- Crossing Out

or +

Command Moves

- Cloud

+
- Designs

+

Special Moves

- Fill-In
- + or
- Scribe
- + or
- To Front
- + or
- Brake
- Throwie A

or
- Throwie B

or
- Throwie C

or
- Piecing A

+
- Piecing B

+
- Piecing C

+ or
- Drips Forward

+ or
- Drips Backward

+
- Drips Vertical

+
- Piecing A
- +
- Piecing B

+
- Piecing C
- + or

Super Special Moves

- Back to Back
- + or
- Wild Style
- + or

Climax Super Special Moves

- King of Piece: I&A

+

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TEAM **K'**
K'

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Spotpile

← or → +

Knee Strike

← or → +

Command Moves

One Inch

→ +

Knee Assault

→ +

Sniper Side

← +

Special Moves

Ein Trigger

↺ + or

→ Second Whip

[Ein Trigger] → +

→ Second Shoot

[Ein Trigger] → +

→ Second Knuckle

[Ein Trigger] → +

→ Second Shell

[Ein Trigger] → +

→ Blackout

[Ein Trigger or Second Shell] ← + or

Blackout

↺ + or

Crow Bite

↺ + or

→ Crow Bite (Follow Up)

[Crow Bite] → + or

Minute Spike

↺ + or

→ Narrow Spike

[Minute Spike] ↺ + or

Air Minute Spike

↺ + or

Super Special Moves

Heat Drive

↺ ↺ + or (Hold OK)

Chain Drive

↺ → + or

Climax Super Special Moves

Hyper Chain Drive

↺ ← +



TEAM RIVAL HEIDERN

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

Light Punch

Light Kick

Heavy Punch

Heavy Kick

Normal Throws

Lead Belcher

or +

Backstabbing

or +

Command Moves

Shooter Narnagel

+

Special Moves

Cross Cutter

+ or

Moon Slasher

+ or

Storm Bringer

+ or

Stinger

+ or

Assault Saber

+ or

Super Special Moves

Heidern End

+ or

Heidern Slash

+ or [or Neutral or]

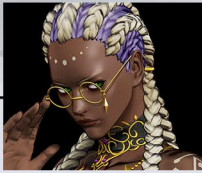
Climax Super Special Moves

Gae Bolg

+

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TEAM **RIVAL**

DOLORES

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

Light Punch

Light Kick

Heavy Punch

Heavy Kick

Normal Throws

Salaba

or +

Maran

or +

Command Moves

Hilzuni

+

Target Combo 1

Press in order •

Special Moves

Burj

+ or

Qafas Qabl

+ or

Qafas Khalfi

+ or

Nesh

+ or

Altariq

+ or or or

Super Special Moves

Ghadab

+ or

Hadir

+ or

Climax Super Special Moves

Khalaq al'ard

+



TEAM **K'**

WHIP

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Strike Three
 or +

Assassin Trap
 or +

Command Moves

Whip Shot
 + (up to 5 inputs)

Talon Shot
 +

Special Moves

Boomerang Shot "Code: SC"

+ or

Strength Shot Type A "Code: Superior"

+ (Hold OK)

Strength Shot Type D "Code: Candy"
[Strength Shot Type A "Code: Superior"]

Strength Shot Type B "Code: Strength"

+ (Hold OK)

Strength Shot Type D "Code: Candy"
[Strength Shot Type B "Code: Strength"]

Strength Shot Type C "Code: Victory"

+ (Hold OK)

Strength Shot Type D "Code: Candy"
[Strength Shot Type C "Code: Victory"]

Hook Shot "Code: Zephyr"

+ or

Crescent Swatter "Code: FS"

+ or

Super Special Moves

Sonic Slaughter "Code: KW"

+ or

Destruction Barrage "Code: YGW"

+ or

Climax Super Special Moves

Depravity Branding "Code: FA"

+



TEAM **KROWNEN**
ANGEL

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Tekitou Rush
or +
Shadow Behead
or +

Command Moves

Middle Spin
+
Heavy Knee Attack
+

Special Moves

Red Sky
+ or
Mad Murder
+ or

■ Unchain Start
Unchain • Low
+
Unchain • Heel
+
Unchain • Tornado
+ or
Unchain • Blow
+ or
Unchain • Step
+ or
■ Unchain Circle
Circle • Upper
[Unchain Start] + or
Circle • Sobat
[Unchain Start] + or
Circle • Under Blow
[Unchain Start] + or
Circle • High
[Unchain Start] + or
Circle • Hammer Blow
[Unchain Start] + or
Circle • Assault
[Unchain Start] + or
■ Special Unchain Circle
Circle • Feint
[Unchain Circle]
Circle • Feint (Forward)
[Unchain Circle] +
Circle • Feint (Backward)
[Unchain Circle] +
■ Unchain Finish
Finish • Lariat
[Unchain Circle] or [Special Circle] +
Finish • Straight
[Unchain Circle] or [Special Circle] +
Finish • Rolling
[Unchain Circle] or [Special Circle] + or
Finish • Neck Cutter
[Unchain Circle] or [Special Circle] +
Finish • Grapple Kick
[Unchain Circle] or [Special Circle] +

Super Special Moves

Real Rave
+ or
Blue Monday Counter
+ or (In time with opponent's attack)

Climax Super Special Moves

Ascension Time
+



TEAM KROHNEN KROHNEN

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Front Crash



Backstab



Command Moves

Spiral Smash



Emergency Slide



Special Moves

Blaze Thrower



Heat Shield



Strike Slash



Super Special Moves

Internal Prominence



Fusion Blaster



Climax Super Special Moves

Calamity Overdrive



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TEAM K' **MAXIMA**

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

Light Punch

Light Kick

Heavy Punch

Heavy Kick

Normal Throws

Dynamite Drop

or +

Drop Bomb

or +

Command Moves

M-9 Maxima Missile (Prototype)

+

Special Moves

M-4 Vapor Cannon **EX**

+ or

Air M-4 Vapor Cannon **EX**

+ or

M-19 Blitz Cannon **EX**

+ or

Maxima Press **EX**

+ or

Maxima Press (Follow-Up)

[Maxima Press] + or

Maxima Charge **EX**

+ or

Super Special Moves

Double Vapor Cannon **MAX**

+ or

M-24 Atomic Laser **MAX**

+ or

Climax Super Special Moves

MX-III CIWS Launcher

+

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TEAM **KROHNEN**

KULA DIAMOND

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Ice Coffin

or +

Ice Sledge

or +

Command Moves

One Inch

+

Slider Shoot

+

Special Moves

Crow Bite

+ or

Diamond Breath

+ or

Counter Shell

+ or

Ray Spin

+ or

Ray Spin (Stand)

[Ray Spin] +

Ray Spin (Sit)

[Ray Spin] +

Falling Snowman

+ or

Super Special Moves

Diamond Edge

+ or

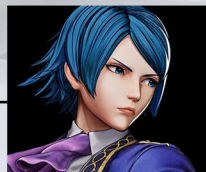
Frozen Arena

+ or

Climax Super Special Moves

Glacier Ridge

+



TEAM **ASH**

ELISABETH BLANCTORCHE

- | | | | | |
|-----------------------|--------|-----------------|--------------------|--------------|
| Close by | In air | Close by in air | In air near corner | Repeatedly |
| After holding briefly | Hold | Release | During | Use MAX Mode |
| Use MAX Mode (Quick) | Air OK | EX Version OK | MAX Version OK | |

Light Punch

Light Kick

Heavy Punch

Heavy Kick

Normal Throws

Manière

← or → +

Exil

← or → +

Command Moves

Éclair

↶ +

Special Moves

Étincelle

↶ + or

Coup de Vent

↶ + or

Illusion

↶ + or (In time with opponent's attack)

Grêle

↶ + or

Aurore

↶ + or

Super Special Moves

Noble-Blanche

↶ ↶ + or

Grand Rafale

↶ ↶ + or

Climax Super Special Moves

Fête de la Lumière

↶ ↶ + or

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TEAM **GAROU**
ROCK HOWARD

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Fangs and Claws

↶ or ↷ +

Kokusen

↶ or ↷ +

Command Moves

Elbow Spike

↶ +

Parabola Kick

↶ +

Special Moves

Reppuken

↺ + or

Hard Edge

↺ + or

Rising Tackle

↺ + or

Brake

[Rising Tackle]

Rage Run

↺ + or

Stop

[Rage Run]

Type: Dunk

[Rage Run]

Type: Hard Edge

[Rage Run]

Type: Shift

[Rage Run]

Type: Overhead Kick

[Rage Run] ↶ + or

Crack Counter

↺ + or (In time with opponent's attack)

Shinkuu Nage

↶ ↷ + or

Brake

[or Shinkuu Nage]

Overhead Kick

↺ + or

Super Special Moves

Shining Knuckle

↺ ↺ + or

Raging Storm

↺ ↺ + or (Hold OK)

Climax Super Special Moves

Neo Deadly Rave

↺ ↶ +

Deadly Rave EXT

↺ ↷ +

*All arrows show joystick directions for characters facing right.

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TEAM **GAROU**

B.JENET

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Bye-Bye Boo
↶ or ↷ +
Broach
↶ or ↷ +
Falling Crush
↶ or ↷ +

Command Moves

Rolling Thunder
↶ +

Special Moves

Baffrass
↶ + or
Crazy Ivan
↶ + or
Gulf Tomahawk
↶ + or
Harrier Bee
↶ + or
The Hind
↶ + or
→ Brake
[The Hind]

Super Special Moves

Many Many Torpedoes
↶ ↶ + or
Aurora
↶ ↶ + or

Climax Super Special Moves

Ennui Mademoiselle
↶ ↶ + (In time with opponent's attack)



TEAM **GAROU**
GATO

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

- Extinction Leg

or +
- Great Spiral

or +

Command Moves

- Chinbreaker

+
- Tranquil Kick

+

Special Moves

- Quaking Fang

+ or

Piercing Fang

[Quaking Fang] + or
- Wind Fang

+ or

Brake

[or Wind Fang]

Vortex Fang

[Wind Fang]

Whirling Fang

[Wind Fang]

Arrow Fang

[Wind Fang]

Sliding Fang

[Wind Fang]
- Backdraft Fang

+ or

Brake

[or Backdraft Fang]

Swift Fang

[Backdraft Fang]

Counterattack Fang

[Backdraft Fang] (In time with opponent's attack)

Cipher Fang

[Backdraft Fang]

Fang of Darkness

[Backdraft Fang]
- Lightning Fang

+ or

Brake

[Lightning Fang]

Super Special Moves

- Freeze Fang

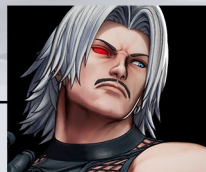
+ or
- Dragon Fang

+ or

Climax Super Special Moves

- Flaming Serpent's Fang

+



OMEGA RUGAL

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Scorpion Deathlock

← or → +

Scorpion Deathblow

← or → +

Command Moves

Double Tomahawk

← or → +

Special Moves

Dark Barrier

+ or

Genocide Cutter

+ or

Vanishing Rush

+ or

Reppuu Ken

+ or

Violent Ray

+ or

Super Special Moves

Gigantic Pressure

+ or

Desperate Ray

+ or

Climax Super Special Moves

Dread Fatal Wave

← +

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TEAM **SOUTH TOWN** FIGHTERS

GEESE HOWARD

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Ko Satsu Shou
↶ or ↷ +
Shinkuu Nage
↶ or ↷ +

Command Moves

Raikou Mawashi-Geri
↶ +
Tendoh Kudaki
↶ +

Special Moves

Reppuu Ken	
+ or	
Shippuu Ken	
+ or	
Fudou Ken	
+ or	
Fudou Ken • A	
[or Fudou Ken] ↶ + or	
Fudou Ken • Ba	
[or Fudou Ken] + or	
Fudou Ken • Un	
[or Fudou Ken] ↶ + or	
Fudou Ken • O	
[Fudou Ken] ↶ + or	
Jyoudan Atemi	
↶ +	
Chuudan Atemi	
↶ +	
Gedan Atemi	
↶ +	
Raimei Gouha Nage	
↶ ↶ + or	
Hishou Nichirin Zan	
↶ + or	

Super Special Moves

Raigou Reppuu Ken	
↶ + or	
Oni Hanmon	
↶ + or	

Climax Super Special Moves

Raging Storm
↶ +
Rashoumon
↶ +



TEAM **SOUTH TOWN**

BILLY KANE

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

- Jigoku Otoshi

↶ or ↷ +
- Ippon Tsuru Nage

↶ or ↷ +

Command Moves

- Dai Kaiten-Geri

↷ +
- Boutakotobi-Geri

↷ +
- Chokka Uchi

↻ +

Special Moves

- Senpuu Kon

↺ + or
- Sansetsu Kon Chuudan Uchi

↶ + or

Kaen Sansetsu Kon Chuudan Uchi

[or Sansetsu Kon Chuudan Uchi] ↻ +

Tsurigome Sansetsu Kon Chuudan Uchi

[Sansetsu Kon Chuudan Uchi] ↻ +
- Kyoushuu Hishou Kon

↺ + or
- Suzume Otoshi

↻ + or

Kaen Suzume Otoshi

[or Suzume Otoshi] ↻ + or
- Ka Ryuu Tsuigeki Kon

↻ +
- Sui Ryuu Tsuigeki Kon

↻ +

Super Special Moves

- Chou Kaen Senpuu Kon

↻ ↶ + or
- Guren Sakkon

↻ ↻ + or

Climax Super Special Moves

- Syaku Netu • Kaisen Kon

↻ ↶ +



TEAM **SOUTH TOWN**

RYUJI YAMAZAKI

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Kachikomi

↶ or ↷ +

Whackdown Wallop

↶ or ↷ +

Command Moves

Eviscerator

↶ +

Slam

↶ +

Special Moves

Serpent Slash

↶ + or or

→ Serpent Slash (Keep)

[or or Serpent Slash] Hold

→ Serpent Slash Cancel

[Serpent Slash (Keep)]

Bombshell Badda-Bing

↶ ↷ + or

Double Return

↶ + or

Sadomaso

↶ + or

Spray Sand

↷ +

Fight of Tempering

↷ +

Todome

↶ ↷ + or

Super Special Moves

Guillotine

↶ ↷ + or

Pit Viper

↶ ↶ + or

Climax Super Special Moves

Drill

↶ ↶ +



TEAM **AWAKENED OROCHI**

OROCHI YASHIRO

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Baku

↺ or ↻ +

Beki

↺ or ↻ +

Command Moves

Saku

↻ +

→

Gou

[Cancel Activated Saku]

Bu

↻ +

→

Gou

[Cancel Activated Bu]

Ki

Press in order •

Special Moves

Niragu Daichi

↺ + or

Musebu Daichi

↻ ↻ + or

Odoru Daichi

↻ + or

Kujiku Daichi

↻ + or

→

Tsubusu Daichi

[or Kujiku Daichi] or

Super Special Moves

Araburu Daichi

↻ ↻ + or

Ankoku Jigoku Gokuraku Otoshi

↻ ↻ + or

Climax Super Special Moves

Shuuen no Daichi

↻ ↺ + (In time with opponent's attack)



TEAM **AWAKENED OROCHI**

OROCHI SHERMIE

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

Light Punch

Light Kick

Heavy Punch

Heavy Kick

Normal Throws

Bakurai

← or → +

Gekirai

← or → +

Command Moves

Kourai

→ +

Jinrai

→ +

Special Moves

Yatanagi no Muchi

↺ + or

Shajitsu no Odori

↺ + or

Mugetsu no Raiun

↺ + or or or

Raijin no Tsue

↺ + or

Super Special Moves

Ankoku Raiko Ken

↺ ↺ + or

Shukumei, Genei, Shinshi

↺ ↺ + or

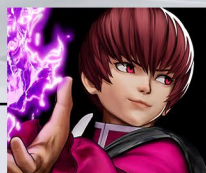
Climax Super Special Moves

Raijin no Sabaki

↺ ↺ + or

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TEAM *AWAKENED OROCHI* FIGHTERS

OROCHI CHRIS

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

Light Punch

Light Kick

Heavy Punch

Heavy Kick

Normal Throws

Chi no Batsu

or +

Ten no Tsumi

or +

Command Moves

Muyou no Ono

+

Jyukei no Oni

+

Setsudan no koto

+

Special Moves

Taiyou O Iru Honoo

+ or

Tsuki O Tsumu Honoo

+ or

Kagami O Hofuru Honoo

+ or

Shishi O Kamu Honoo

+ or

Super Special Moves

Ankoku Orochi Nagi

+ or (Hold OK)

Daichi ni Hisomu Gouka

+ or (Hold OK)

Climax Super Special Moves

Hirameki Kogaretaru Tamashi

+ or

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TEAM **SAMURAI**

HAOHMARU

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Adamantine Slash

-
- or

Headwind Slash

-
- or

Command Moves

Surprise Attack

-
- +
-

Iron Flash

-
-

Special Moves

Crescent Moon Slash

-
- +
-
- or
-

Renting Tremor Slash

- [Dash]
-
- +
-
- or
-

Cyclone Slash

-
- +
-
- or
-

Fake Cyclone Slash

- [Cyclone Slash]
-
-

Earthquake Slice

-
-
- +
-
- or
-

Rice Wine Whack

-
- +
-
- or
-

Shock Blast

-
- +
-
- or
-

Cyclone Wave

-
- +
-
- or
-

Super Special Moves

Flame of the Conqueror

-
-
- +
-
- or
-

Supreme Gale Flash

-
-
- +
-
- or
-

Climax Super Special Moves

Supreme Severing Flash

-
-
- +
-
-

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TEAM **SAMURAI**
NAKORURU

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

- Ruten Kyougekijin
 or +
- Hougekiyou
 or +
- Rera Kishima Tek
 or +

Command Moves

- Surprise Attack
 +
- Kamuyhum Kesupu
 +
- Chiten Zan
 +
- Sankaku-Tobi

Special Moves

- Annu Mutsube
 + or
- Rera Mutsube
 + or
- Kamui Rimuse
 + or
- Kamui Rimuse Return
[Kamui Rimuse] or
- Amube Yatoro
 + or
- Cling to Mamahaha
 + or
- Mamahaha Attack
[Cling to Mamahaha] or
- Drop from Mamahaha
[Cling to Mamahaha] N or or or + or
- Kamuyhum Kesupu
[Drop from Mamahaha] +
- Kamui Mutsube
[Cling to Mamahaha] + or
- Kamuyhum Kesupu
[Cling to Mamahaha] +

Super Special Moves

- Elery Kamui Rimuse
 + or
- Irusuka Yatoro Rimuse
 + or

Climax Super Special Moves

- Kusnaotke Sikannatki Mutsube
 +



TEAM **SAMURAI** OF FIGHTERS

DARLI DAGGER

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Oceanic Erosion

or +

Swirling Undertow

or +

Command Moves

Surprise Attack

+

Sweeping Shave

Special Moves

Blade Surf

+ or

Serpentine Breaker

+ or

Serpentine Breaker (Keep)

[or Serpentine Breaker] Hold

Serpentine Breaker (Step)

[Serpentine Breaker (Keep)]

Serpentine Breaker (Retreat)

[Serpentine Breaker (Keep)]

High Tide

+ or

Tall High Tide

+ or

Riptide Pierce

+ or

Super Special Moves

Lagoon Onslaught

+ or

Rough Seas

+ or

Climax Super Special Moves

Perfect Storm

+